

Elemente (if needed mods aren't present, there is no value shown)	To be implemented within <vehicle> <dashboard> < dashboardLive > < dashboard ... /> <dashboardLive> </dashboard> </vehicle>	cond: <, <=, >=, > with condValue or not (V1.3.0.0)	trailer: Number of chosen trailer or "S" for currently selected vehicle	partition: Number of chosen fillVolume	max: (optional) Upper limit	min: (optional) Lower limit	factor: (optional) Number the dashboard's value will be multiplied with											
valueType=	cmd=	option=	joints=	state=	stateText=	cond=	condValue=	trailer=	partition=	max=	min=	factor=	selection=	selectionGroup=	suggested displayTypes	Description	Version	
dbi.base	disconnected	all any	1 2 ... n S						optional	optional	optional	optional			VISIBILITY, EMITTER	Active if nothing is connected to the given joints	2.0.0	
	connected	all any	1 2 ... n S						optional	optional	optional	optional			VISIBILITY, EMITTER	Active if something is connected to the given joints	2.0.0	
	lifted	all any	1 2 ... n S					1..n		optional	optional	optional			VISIBILITY, EMITTER	Active if given joint is lifted	2.0.0	
	lifting	all any	1 2 ... n S					1..n		optional	optional	optional			VISIBILITY, EMITTER	Active if given joint is lifting	2.0.0	
	lowering	all any	1 2 ... n S					1..n		optional	optional	optional			VISIBILITY, EMITTER	Active if given joint is lowering	2.0.0	
	lowered	all any	1 2 ... n S					1..n		optional	optional	optional			VISIBILITY, EMITTER	Active if given joint is lowered	2.0.0	
	lowerable	all any	1 2 ... n S					1..n		optional	optional	optional			VISIBILITY, EMITTER	Active if given joint is lowerable	2.0.0	
	pto	all any	0 1 2 ... n S			optional				optional	optional	optional			VISIBILITY, EMITTER, ANIMATION, SLIDER	Active if PTO/hydraulics corresponding to given joint is/are active	2.0.0	
	ptoRpm	all any	0 1 2 ... n S			optional	optional				optional	optional	optional			NUMBER, TEXT, ANIMATION, SLIDER	Value of PTO's turn rate in relation to the vehicles RPM. Set min, max and factor for fine tuning	2.0.0
	foldable	all any	0 1 2 ... n S			optional		1..n			optional	optional	optional			VISIBILITY, EMITTER, ANIMATION, SLIDER	Active if implement at given joint is foldable	2.0.0
	folded	all any	0 1 2 ... n S					1..n		optional	optional	optional			VISIBILITY, EMITTER, ANIMATION, SLIDER	Active if implement at given joint is folded	2.0.0	
	unfolded	all any	0 1 2 ... n S					1..n		optional	optional	optional			VISIBILITY, EMITTER, ANIMATION, SLIDER	Active if implement at given joint is unfolded	2.0.0	
	folding	all any	0 1 2 ... n S					1..n		optional	optional	optional			VISIBILITY, EMITTER, ANIMATION, SLIDER	Active if implement at given joint is folding	2.0.0	
	unfolding	all any	0 1 2 ... n S					1..n		optional	optional	optional			VISIBILITY, EMITTER, ANIMATION, SLIDER	Active if implement at given joint is unfolding	2.0.0	
	foldingState	all any	0 1 2 ... n S			optional	optional	1..n		optional	optional	optional			NUMBER, TEXT, ANIMATION, SLIDER	Value of current folding process (0..1). Use factor for scaling.	2.0.0	
	unfoldingState	all any	0 1 2 ... n S			optional	optional	1..n		optional	optional	optional			NUMBER, TEXT, ANIMATION, SLIDER	Value of current unfolding process (0..1). Use factor for scaling.	2.0.0	
	tipping	all any	0 1 2 ... n S			optional		1..n		optional	optional	optional			VISIBILITY, EMITTER, ANIMATION, SLIDER	Active if implement at given joint is tipping to the ground/trigger	2.0.0	
	swath	all any	0 1 2 ... n S	1 2 3 ...		optional		1..n		optional	optional	optional			VISIBILITY, EMITTER, ANIMATION, SLIDER	Active if given swath state is active	2.0.0	
	mpConditioner	all any	0 1 2 ... n S			optional		1..n		optional	optional	optional			VISIBILITY, EMITTER, ANIMATION, SLIDER	Active if Conditioner is on (requires Maize+)	2.0.0	
	seedType	all any	0 1 2 ... n S					1..n		optional	optional	optional			TEXT	Returns the current set seed type	2.0.0	
	cultivator	deepmode normalmode									optional	optional	optional			VISIBILITY, EMITTER	Is active if cultivator uses given mode	2.0.0
	fillLevel	abs percent max abskg percentkg maxkg		1 2 ... n S			optional	optional	1..n	1..n	optional	optional	optional			NUMBER, TEXT, ANIMATION, SLIDER	Value of current fillLevel of chosen trailer and partition at given joint. abs: absolute value, percent: fillLevel in percent, max: capacity abskg: absolute fill weight, percentkg: percent from max weight, maxkg: maximum weight	2.0.0
	fillType	name							1..n	1..n						TEXT	Name of loaded fillType	2.0.0
	fillType	icon							1..n	1..n						VISIBILITY	Icon of loaded fillType: Node has to be a plane!	2.0.0
	coveropen	all any	1 2 ... n S			optional			1..n	1..n						VISIBILITY, EMITTER, ANIMATION, SLIDER	Active if cover is opened	2.0.0
	hasSpec	all any <specName>		0 1 2 ... n S			optional		1..n		optional	optional	optional			VISIBILITY, EMITTER	Active if implement at given joint has the given specialization	2.0.0
	hasTypedesc	all any <typeDescName>		0 1 2 ... n S			optional		1..n		optional	optional	optional			VISIBILITY, EMITTER	Active if implement at given joint has the given type description	2.0.0
	tippingState	all any	0 1 2 ... n S			optional	optional	1..n		optional	optional	optional			VISIBILITY, EMITTER, ANIMATION, SLIDER	Value of current tipping process (0..1). User factor for scaling.	2.0.0	
	ridgeMarker	all any	0 1 2 ... n S	1 2 3 ...						optional	optional	optional			VISIBILITY, EMITTER	Active if ridgeMarker has given state	2.0.0	
	liftState	all any	1 2 ... n S			optional	optional			optional	optional	optional			VISIBILITY, EMITTER, ANIMATION, SLIDER	Value of current lifting state (0..1). This only makes sense with 3P-Attachments. Use factor for scaling.	2.0.0	
	tipSide	all any	0 1 2 ... n S	Front Back Left Right BackGrainDoor					1..n		optional	optional	optional			VISIBILITY, EMITTER	Active if set tipSide equals given tipSide.	2.0.0
	tipSideText	all any	0 1 2 ... n S						1..n		optional	optional	optional			TEXT	Returns current set tipSide as plain text.	2.0.0
	playerName															TEXT	Returns the players name in game	2.0.0
	workWidth	left right					optional	optional	1..n		optional	optional	optional			VISIBILITY, EMITTER, ANIMATION, SLIDER	Returns work width in percent	2.0.0
	motorFan	all any					optional									VISIBILITY, EMITTER	Active if motor fan is active#	2.0.0
	realClock	all any														TEXT	Returns real world clock time as plain text.	2.0.0
	heading	all any														NUMBER, TEXT	Returns current heading in degree	2.0.0
	headingText1	all any														TEXT	Returns current heading as N, E, S, W.	2.0.0
	headingText2	all any														TEXT	Returns current heading as N, NE, E, SE, S, SW, W, NW.	2.0.0
	fieldNumber	all any														NUMBER, TEXT	Returns current field number	2.0.0
	radio															VISIBILITY, EMITTER	Returns if radio is on or off	2.0.1
	radio	station														TEXT	Returns name of currently selected radio station	2.0.1
	radio	volume														TEXT, NUMBER, ANIMATION, SLIDER	Returns currently set radio volume	2.0.1
dbi.combine	chopper				enabled active					optional	optional	optional			VISIBILITY, EMITTER	Active if chopper of combine is active (no swath): enabled: chopper is activated, active: chopper is currently working	2.0.0	
	swath				enabled active					optional	optional	optional			VISIBILITY, EMITTER	Active if combine is producing straw swathes: enabled: swath is activated, active: swath is currently being produced	2.0.0	
	filling									optional	optional	optional			VISIBILITY, EMITTER	Active if combine's tank is currently filling	2.0.0	
	hectars									optional	optional	optional			NUMBER, TEXT	Value of worked area	2.0.0	
	cutHeight									optional	optional	optional			NUMBER, TEXT	Value of set cutting height	2.0.0	
	pipeState					1 2 3 ...				optional	optional	optional			VISIBILITY, EMITTER, ANIMATION, SLIDER	Active if current pipe state equals given state	2.0.0	
	pipeFolding									optional	optional	optional			VISIBILITY, EMITTER, ANIMATION, SLIDER	Active if pipe is currently folding or unfolding	2.0.0	
pipeFoldingState									optional	optional	optional			VISIBILITY, EMITTER, ANIMATION, SLIDER	Value of current folding state (0..1). Use factor for scaling.	2.0.0		
overloading					1 2 3 ...					optional	optional	optional			VISIBILITY, EMITTER	Active if pipe is currently overloading	2.0.0	
dbi.vca (needs VCA or Enhanced Vehicle)	park					optional				optional	optional	optional			VISIBILITY, EMITTER	Active if park break is set	2.0.0	
	diff front					optional				optional	optional	optional			VISIBILITY, EMITTER	Active if front differential is activated	2.0.0	
	diff back					optional				optional	optional	optional			VISIBILITY, EMITTER	Active if back differential is activated	2.0.0	
	diff					optional				optional	optional	optional			VISIBILITY, EMITTER	Active if front or back differential is activated	2.0.0	
	diff awd					optional				optional	optional	optional			VISIBILITY, EMITTER	Active if all-wheel-drive is activated	2.0.0	
	diff awdF					optional				optional	optional	optional			VISIBILITY, EMITTER	Active if advance speed of front axle is activated	2.0.0	
	ks					optional				optional	optional	optional			VISIBILITY, EMITTER	Active if "Keep Speed" is activated	2.0.0	
ksvalue					optional	optional			optional	optional	optional			NUMBER, TEXT	Value of target speed for "Keep Speed"	2.0.0		
slip									optional	optional	optional			NUMBER, TEXT	Value of current slip (requires VCA or REA GUI)	2.0.0		
speed2									optional	optional	optional			NUMBER, TEXT	Value of second speed control	2.0.0		
speed3									optional	optional	optional			NUMBER, TEXT	Value of third speed control	2.0.0		
dbi.hlm (needs Headland Management)	field									optional	optional	optional			VISIBILITY, EMITTER	Active if Headland Management is turned on	2.0.0	
	headland									optional	optional	optional			VISIBILITY, EMITTER	Active if Headland Management is currently in field mode	2.0.0	
	contour										optional	optional	optional			VISIBILITY, EMITTER	Active if Headland Management is currently in field mode and contour guidance is activated	2.0.0

valueType=	cmd=	option=	joints=	state=	stateText=	cond=	condValue=	trailer=	partition=	max=	min=	factor=	selection=	selectionGroup=	suggested displayTypes	Description	Version
dbl.gps (lane needs Guidance Steering)		on								optional	optional	optional			VISIBILITY, EMITTER, ANIMATION, SLIDER	Active if GPS is turned on (Guidance Steering/GS or VCA)	2.0.0
		active								optional	optional	optional			VISIBILITY, EMITTER	Active if GPS is currently active (GS or VCA)	2.0.0
		lane+								optional	optional	optional			VISIBILITY, EMITTER	Active if current GPS-Lane is bigger than 0 (GS only)	2.0.0
		lane-								optional	optional	optional			VISIBILITY, EMITTER	Active if current GPS-Lane is smaller than 0 (GS only)	2.0.0
dbl.gpsLane (needs Guidance Steering)										optional	optional	optional			NUMBER, TEXT	Value of current GPS-Lane (GS only)	2.0.0
		delta								optional	optional	optional			ALL	Value of necessary course correction (-0.5..+0.5, GS only). Use factor for scaling	2.0.0
		dir								optional	optional	optional			ANIMATION	Direction of course correction (-1: left, +1: right, GS only)	2.0.0
		dirLeft								optional	optional	optional			ALL	Active if direction of necessary course correction is left	2.0.0
		dirRight								optional	optional	optional			ALL	Active if direction of necessary course correction is right	2.0.0
dbl.gpsWidth		headingDelta								optional	optional	optional			ALL	Value of heading delta to gps course (GS or VCA)	2.0.0
										optional	optional	optional			NUMBER, TEXT	Value of currently set gps width	2.0.0
dbl.proSeed (needs ProSeed)		mode								optional	optional	optional			TEXT	Value of ProSeed's mode in plain text	2.0.0
		mode			auto semi manual					optional	optional	optional			VISIBILITY, EMITTER	Active if proSeed's mode equals given state	2.0.0
		distance								optional	optional	optional			NUMBER, TEXT	Value of tramLine distance	2.0.0
		laneDrive								optional	optional	optional			NUMBER, TEXT	Value of currently set lane	2.0.0
		laneFull								optional	optional	optional			NUMBER, TEXT	Number of lanes set	2.0.0
		tram								optional	optional	optional			VISIBILITY, EMITTER	Active if tramLines are created	2.0.0
		fert								optional	optional	optional			VISIBILITY, EMITTER	Active if fertilizer is enabled	2.0.0
		areaWork								optional	optional	optional			NUMBER, TEXT	Value of worked area	2.0.0
		areaField								optional	optional	optional			NUMBER, TEXT	Value of field size	2.0.0
		timeUse								optional	optional	optional			NUMBER, TEXT	Value of hectares per hour	2.0.0
		seedUse								optional	optional	optional			NUMBER, TEXT	Value of seed use	2.0.0
		seed			1 2 3 ...					optional	optional	optional			VISIBILITY, EMITTER	Active if segment choosen in state is enabled	2.0.0
dbl.selection		segment								optional	optional	optional			VISIBILITY, EMITTER	Active if premarked tramlines are created	2.0.0
		tramType								optional	optional	optional			VISIBILITY, EMITTER	Active if proSeed's audio signals are enabled	2.0.0
		audio								optional	optional	optional			VISIBILITY, EMITTER	Active if currently selected vehicle/implement equals given selection	2.0.0
										optional	optional	optional	...1-2 -10 1 21-2 -10 1 2 ...	VISIBILITY, EMITTER	Active if currently selected group equals given selectionGroup	2.0.0
dbl.baler		isRoundBale	all any selected current	0 1 2 ... n S						optional	optional	optional			VISIBILITY, EMITTER	Active if bale is a round bale selected: baler setting, current: current bale	2.0.0
		baleSize	all any selected current	0 1 2 ... n S						optional	optional	optional			NUMBER, TEXT	Value of current bale size selected: baler setting, current: current bale	2.0.0
		baleCountAnz	all any	0 1 2 ... n S						optional	optional	optional			NUMBER, TEXT	Current value of processed bales (requires Ifko's baleCounter Mod or Göweil DLC or Vermeer DLC)	2.0.0
		baleCountTotal	all any	0 1 2 ... n S						optional	optional	optional			NUMBER, TEXT	Total value of processed bales (requires Ifko's baleCounter Mod or Göweil DLC or Vermeer DLC)	2.0.0
		wrappedBaleCountAnz	all any	0 1 2 ... n S						optional	optional	optional			NUMBER, TEXT	Current value of wrapped bales (requires Ifko's baleCounter Mod)	2.0.0
		wrappedBaleCountTotal	all any	0 1 2 ... n S						optional	optional	optional			NUMBER, TEXT	Total value of wrapped bales (requires Ifko's baleCounter Mod)	2.0.0
dbl.lockSteeringAxle (needs lockSteeringAxle)		found		0 1 2 ... n S				1..n							VISIBILITY, EMITTER, ANIMATION, SLIDER	Active if steering axle lock is activated (requires Ifkos lockSteeringAxle mod)	2.0.0
		locked		0 1 2 ... n S				1..n							VISIBILITY, EMITTER, ANIMATION, SLIDER	Active if steering axle lock is activated (requires Ifkos lockSteeringAxle mod)	2.0.0
dbl.combineXP (needs CombineXP)		tonPerHour													NUMBER, TEXT	Value of currently processed tons per hour	2.0.0
		engineLoad													NUMBER, TEXT	Value of engine load	2.0.0
		yield													NUMBER, TEXT	Value of current yield	2.0.0
dbl.frontLoader		highMoisture													VISIBILITY, EMITTER, ANIMATION, SLIDER	Active if high crop moisture is detected	2.0.0
		toolRotation	all any	1 2 ... n S						optional	optional	optional			NUMBER, TEXT	Value of tool's rotation	2.0.0
		toolRotation	all any	1 2 ... n S		origin				optional	optional	optional			NUMBER, TEXT	Value of tool's rotation normalized	2.0.0
		isToolRotation	all any	1 2 ... n S						optional	optional	optional			VISIBILITY, EMITTER, ANIMATION, SLIDER	Active if tool's rotation is between min and max	2.0.0
		isToolRotation	all any	1 2 ... n S		origin				optional	optional	optional			VISIBILITY, EMITTER, ANIMATION, SLIDER	Active if tool's normalized rotation is between min and max	2.0.0
		tooltranslation	all any	1 2 ... n S						optional	optional	optional			NUMBER, TEXT	Value of tool's rotation	2.0.0
		tooltranslation	all any	1 2 ... n S		origin				optional	optional	optional			NUMBER, TEXT	Value of tool's rotation normalized	2.0.0
		isToolTranslation	all any	1 2 ... n S						optional	optional	optional			VISIBILITY, EMITTER, ANIMATION, SLIDER	Active if tool's rotation is between min and max	2.0.0
dbl.print		isToolTranslation	all any	1 2 ... n S		origin				optional	optional	optional			VISIBILITY, EMITTER, ANIMATION, SLIDER	Active if tool's normalized rotation is between min and max	2.0.0
		<text>													TEXT	Prints value of <cmd>	2.0.0
dbl.miniMap		map													VISIBILITY	Displays miniMap on plane at node	2.0.0
		posMarker													VISIBILITY	Displays position marker on miniMap	2.0.0
dbl.cvt (needs VCTaddon)		drivinglevel			1 2 3 ...										ALL	CVT drive level	2.0.0
		accramp			1 2 3 ...										ALL	CVT acceleration ramp	2.0.0
		brakeramp			1 2 3 ...										ALL	CVT brake ramp	2.0.0
		tmspedal													ALL	CVT tms pedal activated	2.0.0
		pedalpercent			1 2 3 ...										ALL	CVT pedal percent	2.0.0
		digitalhandgasstep			1 2 3 ...										ALL	CVT handgas step	2.0.0
		autodiffs													VISIBILITY, EMITTER		2.0.0
		proautodiffs													VISIBILITY, EMITTER		2.0.0
		rpmactive													VISIBILITY, EMITTER		2.0.0
		motorcoolflamp													VISIBILITY, EMITTER		2.0.0
		warnheat													VISIBILITY, EMITTER		2.0.0
		warndamage													VISIBILITY, EMITTER		2.0.0
		critheat													VISIBILITY, EMITTER		2.0.0
		critdamage													VISIBILITY, EMITTER		2.0.0
		cdwgear													VISIBILITY, EMITTER		2.0.0
		rpmrange													ALL	CVT rpm range	2.0.0
		rpmDmin													ALL	CVT rpm min	2.0.0
		rpmDmax													ALL	CVT rpm max	2.0.0
dbl.precfarming (needs PrecisionFarming)		phActual													NUMBER, TEXT	actual PH value	2.0.0
		phTarget													NUMBER, TEXT	target PH value	2.0.0
		phChanged													NUMBER, TEXT	PH value changed by	2.0.0
		nActual													NUMBER, TEXT	actual nitrogen level	2.0.0
		nTarget													NUMBER, TEXT	target nitrogen level	2.0.0
		nChanged													NUMBER, TEXT	nitrogen level changed by	2.0.0
		sprayAmountAutoMode													VISIBILITY, EMITTER, ANIMATION, SLIDER	spray amount automode	2.0.0
		applicationRate													NUMBER, TEXT	application rate	2.0.0
		soilType													NUMBER, TEXT	soil type	2.0.0
dbl.rda (needs tirepressure script)		cropSensor						optional							VISIBILITY, EMITTER	crop sensor active	2.0.0
		inflating													NUMBER, TEXT	Inflating / deflating is active	2.0.0
		pressure										optional			NUMBER, TEXT	actual pressure	2.0.0
		pressure	target									optional			NUMBER, TEXT	set pressure (target value)	2.0.0
		pressure	max									optional			NUMBER, TEXT	max pressure	2.0.0
		pressure	min									optional			NUMBER, TEXT	min pressure	2.0.0
		maxSpeed													NUMBER, TEXT	max speed allowed	2.0.0

valueType=	cmd=	option=	joints=	state=	stateText=	cond=	condValue=	trailer=	partition=	max=	min=	factor=	selection=	selectionGroup=	suggested displayTypes	Description	Version
dbl.cc (needs extendedCruiseControl)	active			optional: 1 2 3											ALL	active if cruiseControl group is 1, 2 or 3 (state) or returns number	2.0.0.0
	speed			1 2 3											NUMBER, TEXT, ANIMATION, SLIDER		2.0.0.0
dbl.rds (needs realisticDamageSystem)	TotalNumberOfDamagesPlayerKnows														NUMBER, TEXT		2.0.0.0
	NextInspectionMonths														NUMBER, TEXT		2.0.0.0
	EngineLight														VISIBILITY, EMITTER		2.0.0.0